


AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) ~~An image displaying~~ A method for displaying an image by outputting image data by each ~~[[frame]]~~ frame to a display device, wherein ~~being capable to set alternatively a first display mode which outputs image data to said display device with a different pixel arrangement for each frame and a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame;~~ comprising steps of:

 judging a scale of a processing load performed within one ~~[[frame]]~~ frame; ;
and

alternatively setting a mode of display in one of a first mode when the processing load is judged to be relatively light, and a second mode when the processing mode is judged to be relatively heavy; and

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode ~~setting said first display mode when the load is judged to be light or setting said a second display mode when the load is judged to be heavy.~~

2. (Currently amended) ~~An image displaying~~ The method according to claim 1, wherein said step of displaying includes first display mode constitutes image data by arranging pixel data at different pixel positions from each other for an odd number [[flame]] frame and an even number [[flame]] frame when said image data is displayed on said display device in said first display move.

3. (Currently amended) ~~An image displaying~~ The method according to claim 1, further comprising steps of[[;]]:

measuring a processing time required for the processing performed within one [[flame]] frame[[,]] and

said step of judging a scale of [[a]] the processing load [[by]] includes comparing said processing time with a predetermined reference value.

4. (Currently amended) ~~An image displaying~~ The method according to claim 3, wherein said step of setting includes [[a]] switching ~~operation~~ to said first display mode ~~is performed~~ if said processing time is continuously less than said reference value during a predetermined number of frames frames in [[the]] a case where said second display mode is currently set.

5. (Currently amended) A game system displaying an image by outputting image data to a display device for each [[flame]] frame, comprising:

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a display mode setting device for setting a display mode alternatively a first display mode ~~outputting~~ displaying the image data ~~[[to]] on~~ said display device with a different pixel arrangement for each said frame ~~[[frame]]~~ and a second display mode ~~outputting~~ displaying the image data ~~[[to]] on~~ said display device with an identical pixel arrangement for each said frame ~~[[frame]]~~, wherein said display mode setting device judges a scale of processing load performed within one frame, and sets the display mode to said first display mode when the load is judged to be relatively light, or sets the display mode to said second display mode when the load is judged to be relatively heavy.

6. (Currently amended) ~~[[A]]~~ The game system according to claim 5, wherein said display mode setting device outputs the image data to said display device with ~~makes said first display mode constitute image data by arranging pixel data at different pixel positions~~ arrangements from each other for an odd number ~~[[frame]] frame~~ and an even number ~~[[frame]] frame~~ when the display mode is set to said first display mode.

7. (Currently amended) ~~[[A]]~~ The game system according to claim 5, wherein said display mode setting device measures a processing time required for the processing performed in one ~~[[frame]] frame~~ and judges a scale of load by comparing said the processing time with a predetermined reference value.

8. (Currently amended) ~~[[A]]~~ The game system according to claim 7,
wherein said display mode setting device ~~sets a switching~~ switches the display mode
to said first display mode when said processing time is continuously less than said
reference value during a predetermined number of frames ~~frames~~ in ~~[[the]]~~ a case
where said second display mode is currently set.

9. (Currently amended) A computer readable storage medium storing
an image display program formed so as to make a ~~computer, performing an~~ computer
which performs image display processing to display an image by outputting image
data to a display device by each ~~[[flame]]~~ frame, function as; perform the steps of:

judging a processing load performed within one frame as being one of
relatively light and relatively heavy; and

~~being able to set~~ alternatively setting a display mode to a first display mode
which ~~outputs~~ displays the image data ~~[[to]]~~ on said display device with a different
pixel arrangement for each ~~[[flame]]~~ frame when the processing load is judged as
relatively light, and to a second display mode which outputs image data to said
display device with an identical pixel arrangement for each frame when the
processing load is judged as relatively heavy frame, and

~~judging a processing load performed within one flame and setting said first~~
~~display mode when the load is judged to be light or setting said second display mode~~
~~when the load is judged to be heavy.~~

10. (Currently amended) [[A]] The computer readable storage medium ~~storing an image display program~~ according to claim 9, wherein said first display mode ~~constitutes~~ outputs the image data to said display device with different pixel arrangements from ~~by arranging pixel data at different pixel positions~~ each other for an odd number [[flame]] frame and an even number [[flame]] frame.

a 11. (Currently amended) [[A]] The computer readable storage medium ~~storing an image display program~~ according to claim 9, wherein the program is formed so as to make the computer measure a processing time required for the processing performed in one [[flame]] frame and judge a scale of load by comparing said processing time with a predetermined reference value.

12. (Currently amended) [[A]] computer readable storage medium storing an image display program according to claim 11, wherein the program is formed so as to make the computer switch to said first display mode when said processing time is continuously less than said reference value during predetermined number of ~~frames~~ frames in [[the]] a case where said second display mode is currently set.